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1 Client-server computing in mobile environments

Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid
June 1999 ACM Computing Surveys (CSUR). Volume 31 Issue 2
Publisher: ACM

Full text available: pdf(233.31 KB) Additional Information: full citation, abstract, references, cited by, index terms, review

Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services ...

Keywords: application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile compuing, mobile data, mobility awareness, survey, system application

2 On correctness of scalable multi-server state replication in online games

Jens Müller, Andreas Gössling, Sergei Gorlatch
October 2006 NetGames '06: Proceedings of 5th ACM SIGCOMM workshop on Network and system support for games
Publisher: ACM

Full text available: pdf(320.17 KB) Additional Information: full citation, abstract, references, index terms

Massively Multiplayer Online Games (MMOG) require novel, scalable network architectures for a high amount of participating players in huge game worlds. Consequently, new and complex multi-server parallelization approaches have been proposed to provide ...

3 MRM server: a context-aware and location-based mobile e-commerce server

Lai Jin, Tatsuo Miyazawa

September 2002 WMC '02: Proceedings of the 2nd international workshop on Mobile commerce
Publisher: ACM
Full text available: pdf(458.89 KB) Additional Information: full citation, abstract, references, cited by, index terms

This paper introduces a Mobile Resource Management (MRM) system for mobile E-commerce developed last year, mainly focusing on the server's implementation. The major advantages of the MRM are: (1) It provides location-based and context-aware services ...

Keywords: agent, application paradigm, location-based/context-aware service, mobile e-commerce, system architecture

4 Verifying Completeness of Relational Query Answers from Online Servers
Hweehwa Pang, Kian-Lee Tan
May 2008 ACM Transactions on Information and System Security (TISSEC), Volume 11 Issue 2
Publisher: ACM
Full text available: pdf(991.84 KB) Additional Information: full citation, abstract, references, index terms

The number of successful attacks on the Internet shows that it is very difficult to guarantee the security of online servers over extended periods of time. A breached server that is not detected in time may return incorrect query answers to users. In ...

Keywords: query answer verification, secure database systems

5 Transactional client-server cache consistency: alternatives and performance
Michael J. Franklin, Michael J. Carey, Miron Livny
September 1997 ACM Transactions on Database Systems (TODS), Volume 22 Issue 3
Publisher: ACM
Full text available: pdf(452.41 KB) Additional Information: full citation, abstract, references, cited by, index terms, review

Client-server database systems based on a data shipping model can exploit client memory resources by caching copies of data items across transaction boundaries. Caching reduces the need to obtain data from servers or other sites on the network. In order ...

6 Stateful distributed interposition
John Reumann, Kang G. Shin
February 2004 ACM Transactions on Computer Systems (TOCS), Volume 22 Issue 1
Publisher: ACM
Full text available: pdf(833.84 KB) Additional Information: full citation, abstract, references, cited by, index

terms

Interposition-based system enhancements for multitiered servers are difficult to build because important system context is typically lost at application and machine boundaries. For example, resource quotas and user identities do not propagate easily ...

Keywords: Distributed computing, component services, distributed context, multitiered services, operating systems, server consolidation

7 Efficient synchronization for mobile XML data

Franky Lam, Nicole Lam, Raymond Wong
November 2002 CIKM '02: Proceedings of the eleventh international conference on Information and knowledge management
Publisher: ACM

Full text available: pdf(116.31 KB) Additional Information: full citation, abstract, references, cited by, index terms

Many handheld applications receive data from a primary database server and operate in an intermittently connected environment these days. They maintain data consistency with data sources through sychronization. In certain applications such as sales force ...

Keywords: XML, information dissemination, information subscription, path containment

8 A peer-to-peer architecture for massive multiplayer online games

Thorsten Hampel, Thomas Bopp, Robert Hinn
October 2006 NetGames '06: Proceedings of 5th ACM SIGCOMM workshop on Network and system support for games
Publisher: ACM

Full text available: pdf(225.90 KB) Additional Information: full citation, abstract, references, index terms

Massive Multiplayer Online Games with their virtual gaming worlds grow in user numbers as well as in the size of the virtual worlds. With this growth comes a significant increase of the requirements for server hardware. Today an MMOG provider usually ...

Keywords: MMOG, game architecture, peer-to-peer

9 iMobile EE: an enterprise mobile service platform

Yih-Farn Chen, Huale Huang, Rittwik Jana, Trevor Jim, Matti Hiltunen, Sam John, Serban Jora, Radhakrishnan Muthumanickam, Bin Wei
July 2003 Wireless Networks. Volume 9 Issue 4
Publisher: Kluwer Academic Publishers

Full text available: pdf(2.90 MB) Additional Information: full citation, abstract, references, cited by, index terms

iMobile[1] is an enterprise mobile service platform that allows resource-limited mobile devices to communicate with each other and to securely access corporate contents and services. The original iMobile architecture consists of devlets that ...

Keywords: content transcoding, middleware, mobile devices, mobile enterprise, mobile multimedia services

10 Hydra: a massively-multiplayer peer-to-peer architecture for the game developer

Luther Chan, James Yong, Jiaqiang Bai, Ben Leong, Raymond Tan
September 2007 NetGames '07: Proceedings of the 6th ACM SIGCOMM workshop on Network and system support for games
Publisher: ACM

Full text available: pdf(118.22 KB) Additional Information: full citation, abstract, references

We present the design and implementation of *Hydra*, a peer-to-peer architecture for massively-multiplayer online games. By supporting a novel augmented server-client programming model with a protocol that guarantees consistency in the messages ...

11 An integrated approach to recovery and high availability in an updatable, distributed data warehouse

Edmond Lau, Samuel Madden
September 2006 VLDB '06: Proceedings of the 32nd international conference on Very large data bases
Publisher: VLDB Endowment

Full text available: pdf(669.84 KB) Additional Information: full citation, abstract, references, index terms

Any highly available data warehouse will use some form of data replication to tolerate machine failures. In this paper, we demonstrate that we can leverage this data redundancy to build an integrated approach to recovery and high availability. Our approach, ...

12 Attested append-only memory: making adversaries stick to their word

Byung-Gon Chun, Petros Maniatis, Scott Shenker, John Kubiatowicz
October 2007 SOSP '07: Proceedings of twenty-first ACM SIGOPS symposium on Operating systems principles
Publisher: ACM

Full text available: pdf(361.31 KB) Additional Information: full citation, abstract, references, index terms

Researchers have made great strides in improving the fault tolerance of both centralized and replicated systems against arbitrary (Byzantine) faults. However, there are hard limits to how much can be done with entirely untrusted components; for example, ...

Keywords: attested append-only memory, byzantine-fault tolerance, equivocation, replicated state machines, shared storage

13 A data management System for replicated application

Guangxin (Gavin) Yang
September 2002 CVE '02: Proceedings of the 4th international conference on

Collaborative virtual environments
Publisher: ACM
Full text available: pdf(240.35 KB) Additional Information: full citation, abstract, references, index terms

Existing groupware toolkits are always built atop a programming language or system with some enhancements or extensions to support the development of a certain category of cooperative applications. This approach restricts the areas where the toolkits ...

Keywords: CSCW, cova, data management, groupware

14 The role of roles in supporting reconfigurability and fault localizations for open distributed and embedded systems
Shangping Ren, Yue Yu, Nianen Chen, Jeffrey J.-P. Tsai, Kevin Kwiat
September 2007 ACM Transactions on Autonomous and Adaptive Systems (TAAS), Volume 2 Issue 3
Publisher: ACM
Full text available: pdf(913.95 KB) Additional Information: full citation, abstract, references, index terms

One of the main characteristics of open distributed embedded systems is that the involved entities are often very dynamic—different individual entities may join or leave the systems frequently. Therefore, systems built of these dynamic entities ...

Keywords: Coordination, actors, coordinators, open distributed embedded systems, roles

15 Middleware/application interactions to support adaptive dependability
Lorenz Froihofer, Johannes Osrael, Karl M. Goeschka
March 2007 MAI '07: Proceedings of the 1st workshop on Middleware-application interaction: in conjunction with Euro-Sys 2007
Publisher: ACM
Full text available: pdf(360.56 KB) Additional Information: full citation, abstract, references, index terms

Today's software systems often face complex, challenging, and even contradicting requirements that cannot be jointly optimized. In order to achieve satisfying results, the systems have to adapt to changes of context and user needs during runtime. While ...

Keywords: availability, constraint consistency, dependability, integrity, middleware/application interaction, replication, web

16 ObjectGlobe: Ubiquitous query processing on the Internet
R. Braumandl, M. Keidl, A. Kemper, D. Kossmann, A. Kreutz, S. Seltzsam, K. Stocker
August 2001 The VLDB Journal — The International Journal on Very Large Data Bases, Volume 10 Issue 1
Publisher: Springer-Verlag New York, Inc.
Full text available: pdf(251.44 KB) Additional Information: full citation, abstract, references, cited by, index terms

We present the design of ObjectGlobe, a distributed and open query processor for Internet data sources. Today, data is published on the Internet via Web servers which have, if at all, very localized query processing capabilities. The goal of the ObjectGlobe ...

Keywords: Cycle-, function- and data provider, Distributed query processing, Open systems, Privacy, Quality of service, Query optimization, Security

17 Ganymed: scalable replication for transactional web applications
Christian Plattner, Gustavo Alonso
October 2004 Middleware '04: Proceedings of the 5th ACM/IFIP/USENIX international conference on Middleware
Publisher: Springer-Verlag New York, Inc.
Full text available: pdf(295.27 KB) Additional Information: full citation, abstract, references, cited by

Data grids, large scale web applications generating dynamic content and database service providing pose significant scalability challenges to database engines. Replication is the most common solution but it involves difficult trade-offs. The most difficult ...

18 Adaptive middleware for data replication
Jesús M. Milan-Franco, Ricardo Jiménez-Peris, Marta Patiño-Martínez, Bettina Kemme
October 2004 Middleware '04: Proceedings of the 5th ACM/IFIP/USENIX international conference on Middleware
Publisher: Springer-Verlag New York, Inc.
Full text available: pdf(444.03 KB) Additional Information: full citation, abstract, references, cited by

Dynamically adaptive systems sense their environment and adjust themselves to accommodate to changes in order to maximize performance. Depending on the type of change (e.g., modifications of the load, the type of workload, the available resources, the ...

19 Architectural support for mode-driven fault tolerance in distributed applications
Deepti Srivastava, Priya Narasimhan
July 2005 ACM SIGSOFT Software Engineering Notes, Volume 30 Issue 4
Publisher: ACM
Full text available: pdf(177.41 KB) Additional Information: full citation, abstract, references, index terms

Many distributed applications exhibit different types of system behaviors, or *modes*, during the course of their operation. Each such mode may have different functional and non-functional requirements (such as fault tolerance, availability, and ...

Keywords: CORBA, COTS systems, distributed systems, fault tolerance, modes, replication, software architecture

20 Experience and prospects for various control strategies for self-replicating multi-agent systems

J.-P. Briot, Z. Guessoum, S. Aknine, A. L. Almeida, J. Malenfant, O. Marin, P. Sens, N. Faci, M. Gatti, C. Lucena

May 2006 SEAMS '06: Proceedings of the 2006 international workshop on Self-adaptation and self-managing systems

Publisher: ACM

Full text available: pdf(262.37 KB) Additional Information: full citation, abstract, references, index terms

Distributed cooperative applications (e.g.,e-commerce) are now increasingly being designed as a set of autonomous entities, named agents, which interact and coordinate(thus named a multi-agent system). Such applications are often very dynamic: new agents ...

Keywords: adaptive, agent, control, criticality, dependability, dependence, estimation, fault-tolerance, multi-agent system, norm, plan, replication, role, strategy

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